

Echoes of Another World

Fan Expansion Concept for Cyberpunk 2077

based on The Witcher

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FANMADE — NOT FOR SALE

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Pitch Deck: DLC "Echoes of Another World" for Cyberpunk 2077

TITLE: Echoes of Another World

FORMAT: Story-driven expansion for Cyberpunk 2077

GENRE: Action RPG / Narrative Fantasy Crossover

SCOPE: 20–40 hours of gameplay, 3 narrative phases, 4 endings

CANONICAL CONTEXT: Embedded within Act III of the main game

FEATURES: Romance, quest branches, difficult combats, new locations, multiple outcomes

When a rift between worlds opens in the streets of Night City, V meets Ciri — a fugitive with powers long forgotten by this world. Together, they confront the Wild Hunt, a grieving technocrat named Khutin. The DLC tells the story of V's role in Ciri's transformation — from a traumatized teenage girl trained to kill, to the powerful heroine we meet in The Witcher 3. The story blends mysticism, interdimensional warfare, romance and Cyberpunk grit.

- Triggered during Act III, post-mission "*Nocturne OP55N1*"
- Activated via a message from Misty about unexpected guests
- Seamlessly integrated like "*Phantom Liberty*"
- Introduces alternate healing path for V (with or without Arasaka Tower assault)
- Failure states: possible loss of the DLC, romance, or even the main campaign

New Origin: The Unknown

"You don't know who you are. No gang. No past. Only the instinct to survive."

A unique game start for Cyberpunk 2077 where V awakens in a burning underground lab — no memories, just cold instinct and a whisper in the mind: "*d'hoine...*"

Narrative Start: V escapes from a ruined facility during a gang raid, aided by Jackie Welles.

Mystery Hook: As the story unfolds, Ciri and Avallac'h uncover the truth — V was once a controlled warrior of the Wild Hunt, now broken free.

Gameplay Features:

- Hidden ties to the Wild Hunt
- Multiple endings shaped by identity and trust

- Emotional Arc: A journey from erasure to self-forging — not through chrome, but through choices.
- “You’re not street kid. Not corpo. Not nomad. You are the Unknown.”

Narrative Phases

Phase I: Third-Degree Contact (Setup)

- V meets Ciri and Avallac'h (critically wounded)
- Save Ciri from scavengers; learn of her pursuers
- Avallac'h hints at a path to cure V, not guaranteed
- Initial conflict with CRYSTAL (Cross-Reality Yottasecurity Strike & Threat Assessment Liaison) operatives (diplomacy or escalation)
- Early bonding with Ciri; first seeds of alliance or future romance

Phase II: Feeling Through the Dark (Branching Alliances)

- Investigate Wild Hunt and its alliance with Kaukaz Corporation
- Questlines with Riley Shi (CRYSTAL) and Moxes influence Phase III
- Deeper involvement with Ciri: addiction, emotions, gear, and memories
- Gigs from fixers with moral dilemmas; optional hand-to-hand tournament
- Closing portals as mini-activities; trust-building with companions

Phase III: Madness & Frost (Culmination)

- A massive three-phase assault on Kaukaz in badlands
- Optional romance outcomes with Ciri: rooftop, beach, club scenes
- Final siege against Wild Hunt General Liassara (Main antagonist) and the Great Portal
- Major character deaths possible based on alliances
- The player's decisions shape Ciri's choice — and fate of General Liassara: Will she choose mercy or vengeance? Will she stay in Night City... or leave it behind forever?
- Two alternate Araska Tower assault routes unlocked based on choices - with help of Yorinobu Arasaka or without it

New Endings

Ending Name	Requirements	Outcome Description
Game Ending: Fireflies	High Ciri affinity + accept Liassara's help	V healed in Brokilon Forest into the Witcher world, returns 4 years later as legend

DLC ending: Witcher Mercenary	High Ciri affinity + reject Liassara	Ciri stays in Night City as a mercenary
DLC ending: Shadow of Ihuarraquax	Low Ciri affinity + reject Liassara	Ciri leaves with unicorn Ihuarraquax, alone
DLC ending: "Paths Diverged"	Accept Liassara's help regardless of your relationship with Ciri	Ciri and Avallac'h use the Silver Boat to escape through a portal back to the Witcher's world, pursued by Eredin Break-Glass. V remains alone in Night City.

Why should this be implemented?

- Expands on the Witcher 3 Easter Egg: Ciri's visit to Night City
- Reveals traces of Ciri in the cyberpunk world:
 - A magazine featuring her image found in Corpo V's office
 - A shard titled "The Chronicles of Titania, Volume I" as loot. The story on the shard tells of a green-haired girl with amber eyes who travels between worlds. She speaks with a factory worker named Vison about a realm where guardians are made of clay and stone (i.e., golems), and says she has seen many worlds — all of them, without exception, built on lies.
- Emotional narrative arc worthy of the franchise
- Allows a redemption/fantasy-based ending for V
- Unlocks potential for future multi-world expansions
- Seamlessly integrates with existing canon and game mechanics

Supporting Systems & Content

- New Locations: Kaukaz Tower, bands labs and bases, CRYSTAL bases, dollhouse "New Reality", etc
- Romance Mechanics: Full branching questline with Ciri; player-driven progression
- Combat Additions: Difficult magical and other enemies
- Activities: Bike races, fixer quests, portal rifts, boss duels, hand-to-hand league
- Alliances: Arasaka (Yorinobu), Moxes, CRYSTAL

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Unofficial concept proposal — for demonstration and discussion purposes only

Short Scenario

DLC "Echoes of Another World" for Cyberpunk 2077

Format: Expansion for Cyberpunk 2077

Genre: Narrative-driven Action RPG with elements of fantasy and drama

Scope: 20–40 hours, 3 narrative phases, 4 endings

Canon Status: Seamlessly integrated into Act III of the base game

Content Support: Romance, side quests, combat missions, new locations

Core Concept & Narrative Hook

- Tone: Dark cyber-fantasy fusion. A blend of mysticism, high-tech sci-fi and personal drama.
- Gameplay Hook: Ciri and Avallac'h arrive in a world long drained of magic. But Night City isn't ready for the Wild Hunt either.
- Fully independent narrative path
- Does not interfere with base game endings
- Gameplay Adaptation: like Phantom Liberty - optional entry, does not obstruct main campaign
- DLC choices affect final scenes
- Alternate cure path for V
- DLC/game failure possible based on choices

Key Characters

- **V – The Unknown (New Origin)**
A former Wild Hunt warrior, magically enslaved and now escaped. In Night City, V is a mystery — an experiment, and perhaps a chance to break free.
- **Ciri (Cirilla Fiona Elen Riannon, Zireael)**
Bearer of Elder Blood, hunted fugitive, fading power. She seeks hope in a hopeless world — and someone to believe in her again.
- **Avallac'h (Crevan Espane aep Caomhan Macha, "Fox")**
An exiled elven sage, gravely wounded but still deadly. His loyalty to Ciri never wavers. His knowledge might save you.
- **Liassara vaenn Saevriel aep Irshalaenn**
General of the Wild Hunt. Ice-bound, jealous, lethal. She wants Ciri erased and Eredin's favor restored.
- **Vladimir Khutin**
CEO of Kaukaz corporation. Obsessed with reversing time using Ciri's blood. Would burn Night City for one last chance.
- **Riley Shi**
Agent of Cross-Reality Yottasecurity Strike & Threat Assessment Liaison

(CRYSTAL). Cold and pragmatic. Sees Ciri as a threat to reality. Can be your deadliest foe or your only ally.

Narrative Structure

Phase 1: Third-Degree Contact

- Meet Ciri and wounded Avallac'h
- Rescue Ciri from Scavs and uncover Khutin's involvement
- Avallac'h offers hope of a cure — but not here
- First confrontation with CRYSTAL; choose stance with Riley
- Establish trust and friendship with Ciri

Phase 2: Feeling Through the Dark

- Investigate Wild Hunt and Kaukaz
- Riley and Moxes quests impact war
- Help Ciri heal, recover sword, assist NPCs
- Option for romance
- Side quests: fighting tournament, portals, fixer jobs

Phase 3: Frost and Madness

- A massive three-round assault on Kaukaz
- Grand Portal crisis — consequences depend on allies
- Final clash with Liassara; choose her fate
- Ciri's decision to leave or stay shaped by you
- Optional Arasaka Tower assault with or without Ciri & Avallac'h

New Endings

- **Bittersweet game ending — Fireflies:** Avallac'h & dryads heal V in Brokilon. V returns 4 years later, legend but alone. Requires strong Ciri bond + accept Liassara's help
- **DLC ending —Witcher Merc:** Ciri stays in NC as merc; Avallac'h searches for a way home. Requires strong Ciri bond + reject Liassara's help
- **DLC ending —Shadow of Ihuarraquax:** Ciri leaves disillusioned with a unicorn. No goodbye. Requires poor Ciri bond + reject Liassara's help
- **DLC ending —"Paths Diverged":** Ciri and Avallac'h use the Silver Boat to escape through a portal back to the Witcher's world, pursued by Eredin Break-Glass. V remains alone in Night City. Requires accepting Liassara's help regardless of your relationship with Ciri

Why It Must Be Made

- Expands The Witcher 3 canon respectfully
- Emotional depth equal to both universes
- Real, branching choices with lasting impact
- Ciri & Avallac'h feel vulnerable, not overpowered
- 20–40 hours, multiple paths, cinematic quality content
- High potential for development of the Cyberpunk universe through the C.R.Y.S.T.A.L faction

Quest Structure

Main Questline (A)

- Cure for Avallac'h,
- Rescue Ciri
- Conflict with Riley Shi, officer of C.R.Y.S.T.A.L.
- Hunt Khutin & Kaukaz
- Grand Portal closure
- Final Liassara fighting and choice
- Arasaka Tower assault
- V cure (optional)

Ciri Questline (C)

- Destroy fake braindance
- Side missions with Ciri (relationship impacts)
- Gwent deck recovery, addiction arc
- Wild Hunt flashback
- Search for the shards of Wild Hunt's sword
- Optional romance

Riley Questline (B/R)

- Kill / ally Riley
- Aid missions if allied
- Secret Arasaka black project (hurts Ciri trust)

Moxes Questline (M)

- End "Dead Head" BDs
- Gang war, Judy rescue, reclaim Clouds
- Moxes become allies

Side Content (F, T, D, P, CP)

- Fixer gigs with or without Ciri
- Boss fight: Aguilar Nubiola
- Brawl tournament (optional superfinal against Ciri)
- Bike races, portal closures, looting
- Cyberpsychotic soldier clean-up

Ciri Romance (CR)

- Unique dates: rooftop, beach, club
- Option to cohabitate



New Locations

- "New Reality" Dollhouse
- Abandoned Quarry (Badlands)
- Kaukaz HQ Tower (Downtown)
- Kaukaz-Gamma Lab (Arroyo)
- Kaukaz Bases (Badlands & Pacifica)
- Pacifica Hypermarket (Voodoo HQ)
- CRYSTAL Offices (Northside, Corpo Plaza)
- Khutin's Villa (North Oak)
- "Sweet Dreams" BD Studio (Northside)
- Biotechnica Lab (Arroyo)
- Gang hideouts
- Rogue A.I. Den (Badlands)
- Rooftop date spots
- Arasaka Proxy Office (Republic Ave)

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